

## **Mengenalkan Permainan Tradisional Engklek Melalui Teknologi Digital**

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### **ABSTRAK**

Permainan tradisional engklek merupakan permainan yang memiliki prosedur bentuk terbanyak serta memiliki nilai terapeutik tinggi. Walaupun mempunyai banyak manfaat, seiring berkembangnya teknologi permainan ini mulai ditinggalkan dan beralih ke permainan digital. Mengingat penting melestarikan permainan tradisional engklek di zaman modern, penulis merancang sebuah game mobile permainan tradisional engklek yaitu PERON Engklek sehingga diharapkan anak-anak dapat mengenal permainan tersebut melalui teknologi digital, juga dapat menarik minat anak untuk bermain secara langsung sehingga dapat menjaga kebudayaan bangsa. Penelitian ini menggunakan metode kualitatif. Data dikumpulkan melalui wawancara, observasi, angket, dan jurnal penelitian yang berkaitan dengan engklek semakin ditinggalkan di era modern. Analisis data bersifat deskriptif menggunakan pendekatan 5W+1H yang diketahui bahwa anak generasi modern lebih suka bermain gadget sehingga tidak mengetahui permainan engklek. Game dirancang untuk platform android pada smartphone dengan jenis game single player dan berorientasi landscape. Di dalam game, pemain dapat mengetahui segala tentang engklek, mulai bentuk petak hingga prosedur permainan. Genre game adalah serious game yang merupakan media pendidikan bertujuan menjadi solusi alternatif mengatasi permasalahan yaitu mengenalkan permainan tradisional engklek kepada anak-anak generasi modern sehingga memotivasi mereka untuk bermain secara langsung dan menjaga agar permainan tersebut tidak punah.

Kata Kunci : Anak-anak, budaya, digital, game, permainan tradisional engklek

## **Introduce Traditional Games Engklek Using Digital Technology**

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### **ABSTRACT**

The traditional engklek game is a game that has the highest form of the procedure as well as having high value therapeutic. Although it has many benefits, as the development of game technology is becoming obsolete and switch to digital games. Given the importance of conserving the traditional game of engklek in modern times, the authors designed a mobile game is a traditional game engklek PERON Engklek so expect kids can get to know the game through digital technology, also can attract children to play directly so as to maintain the culture of the nation. This study uses a qualitative method. Data were collected through interviews, observations, questionnaires and research journals related to engklek being abandoned in the modern era. The data analysis was descriptive approach 5W + 1H known that the modern generation of children would rather play with gadgets, so do not know the game of engklek. The game is designed for an android platform on smartphones with the kind of single player game and a landscape-oriented. In the game, players can know everything about engklek, started a grid to the procedure of the game. Genre games is a serious game which is aimed at media education as an alternative solution to overcome the problem is to introduce traditional games engklek to children modern generation so as to motivate them to play it live and keep the games are not extinct.

**Keyword** : Children, culture, digital, game, the traditional games engklek